

<b>Active Site</b>	The site in an event that is being shown to the other sites in the event. Usually the site that is talking.
<b>Address</b>	A specific identification tag that identifies an Internet site. For example. <a href="http://www.usoe.k12.ut.us">http://www.usoe.k12.ut.us</a> is the "address" of the Utah State Office of Education in Salt Lake City, Utah.
<b>AMX</b>	A computer with a touch screen which can be used to interface with the Cme.
<b>AMX Profiles</b>	A table in the Cme system used to convert commands from an AMX controller into the numbers used by the EMS.
<b>Analog</b>	Refers to bandwidth, or range of frequencies, of a transmission that varies continuously. Those fluctuations can be seen in color and brightness changes. It is an uninterrupted and continuous flow of time and amplitude of current. Broadcast TV and Radio are examples of analog signal. A mechanical clock is another example.
<b>Analogy</b>	The comparison of similarities and differences of an unfamiliar thing with a familiar thing. Blood cells are like trucks that carry oxygen to the cells in the body.
<b>Anecdote</b>	A very short, entertaining account of an incident. It is usually personal or biographical. A very short story, tale or yarn.
<b>ANSI</b>	American National Standards Institute. The US standardization today. They set standards for computer and audiovisual equipment.
<b>Application</b>	1. A function or task that is carried out by the computer. An email, wordprocessing, or desktop publishing program would be an application. 2. The third level of Bloom's taxonomy. At this level students are expected to apply rules and procedures to new data or problems.
<b>Architecture</b>	Refers to how a computer or other electronic devices are physically constructed. The architecture of my computer is a PC.
<b>Asynchronous</b>	Distance Education format where the student and others do activities that are not time dependent. Example: A video tape can be played at any time. A threaded discussion can be accessed any time the student logs on and then can post a message at their leisure.
<b>ATM</b>	Asynchronous Transfer Mode. High speed (145Mbps), high bandwidth, low-delay, transport technology, integrating multiple data types (voice, video, data). A very powerful and useful tool for networks of the future.

<b>Audio</b>	Sound. In video (TV) systems, it is the portion of the signal carrying sound. A microphone picks up audio communication. A loudspeaker transmits the sounds to our ears.
<b>Audioconferencing</b>	Up until several years ago, audioconferencing was the most common type of conferencing utilizing the telephone. It is inexpensive. Students are connected to an audio bridge telephone number using a regular telephone or speakerphone that is voice activated for small groups. It can be used for point-to-point or multipoint delivery of courses or meetings. The sessions can be easily taped for absentee students. An instructor or a designated student can lead a discussion. Handout should be used for the attendees, even with graphic displays at three per page. Some forms of computer conferencing are used to set up audioconferencing. Fax transmission can also be used over these systems.
<b>Audiographic</b>	A distance learning system synthesized from telephone, computer and print interface. Transmits audio and graphic (computer information) simultaneously
<b>Audio Bridge</b>	A hardware device used to connect the two-way audio of multiple sites. A bridge is required for more than two sites and/or full program audio.
<b>Audio Feedback</b>	The coupling of audio between the speakers and microphones in a room. Feedback becomes a problem when the volume of a microphone mixer or monitor is set too high.

<b>B</b>	
<b>Backbone</b>	The microwave and fiber systems that connect EDNET hubs.
<b>Backhaul</b>	A terrestrial communications channel linking an earth station to a local switching network. In Utah, the EDNET videoconferencing network is used to "Backhaul" a class by an instructor to USU's satellite uplink transmitter, which in turn broadcasts the signal to a satellite and then to satellite receive sites in the Northern Hemisphere.
<b>Backlight</b>	Lighting used behind or over the head of the instructor to provide highlights or key features. It helps to make a 2-D image look 3-D.
<b>Backup</b>	A copy of data, print, or graphic in case the original is

	destroyed. Distance learning teachers should always have a backup plan if the technology "goes down."
<b>Bandwidth</b>	The amount and rate of transmission capacity that an electronic device can handle to transmit information. The larger the bandwidth, the more information can be transmitted.
<b>Basic Site</b>	A site which normally does not originate, but participates in, EDNET events.
<b>Baud Rate</b>	The data transmission rate on a serial data connection.
<b>Bit</b>	A contraction of Binary Digit. The binary digit has two values-one and zero. The smallest unit of data a computer can recognize.
<b>Bit map</b>	The total of all bit planes used to represent a graphic. Its size is measure in horizontal, vertical, and depth of bits. In a one-bit (monochrome) system there is only one bit plane. As additional planes are added color can be described. Two bit planes yield four possible values per pixel.
<b>Black Box</b>	An electronic device that alters input or output signals of electronic equipment in a very specific way. The technical operation is irrelevant to the instructor.
<b>Blanking interval</b>	An ordinary TV picture consists of 30 separate still pictures or frames sent every second. The occur so rapidly, the human eye blurs them together to form an illusion of moving pictures. This is the basis of television. The interval between one frame and the next is called the Vertical Blanking Interval. During this period of time (milliseconds) special data signals can be sent which will not be picked up by an ordinary TV receiver. An example of the data sent is closed captions for thehearing impaired or English subtitles on a foreign movie.
<b>Blocking</b>	How you use your "Stage Space." This includes props, equipment, movement from one position to another and how that transition is made.
<b>Body Language</b>	The use of nonverbal communicatin to reinforce key ideas while teaching on television.
<b>Bookmark</b>	A URL (universal resource locator) address that is kept on file for immediate use.
<b>BPS</b>	Bits/Second-- The number of bits transmitted per second.
<b>Branching</b>	Points at which alternative course of action are possible. Based on the student response to a question or situation, the student is "branched" to additional data or a course of action. This is a technique associated with computer-

	assisted instruction.
<b>Bravado</b>	A brand name multimedia package installed at some EDNET sites which can translate the screen of a computer monitor to video and vice versa.
<b>Broadcast Configuration</b>	An Cme event configuration where all sites in the event, including the active site, see the active sites video.
<b>Browser</b>	A special graphically based tool that allow users to view documents in hypertext or the Internet with the click of a mouse. Internet explorer and Netscape Navigator or two common browsers.
<b>Bullets</b>	Small graphic symbols (circles, triangles, dashes) used to introduce items or data.
<b>Business Television</b>	Usually live satellite broadcasts for meetings or training in a corporate environment.
<b>Byte</b>	A group (usually 8 or 16) binary digits (0+1) that a computer processes as a unit of information such as a letter, character, or number.

<b>C</b>	
<b>CAD</b>	Computer Assisted Drawing
<b>CAI</b>	Computer Assisted Instruction
<b>CAM</b>	Computer Assisted Manufacturing
<b>Canned</b>	A prepared presentation used repeatedly. Usually a videotape.
<b>Capacity</b>	The amount or volume of information that can be physically stored.
<b>Caption</b>	A title, graphic, or spoken comment about a graphic. Usually on a TV screen.
<b>Capture</b>	As in Video Capture. To capture data in order to save on a disk. Can be viewed at a later time.
<b>CCD</b>	Charged Couple Device. The actual "eye" of the camera that converts light signals into electrical signals (analog or digital)
<b>CD I</b>	Compact Disk, Interactive. Student interacts with the information presented through the computer in the form of still images, computer graphics, audio, and computer data. All the information is stored on a CD. Asynchronous.
<b>CD ROM</b>	Compact Disk, Read Only Memory. Used for audio, graphic, and video playback. 640 Million bytes of

	information can be stored on a single disk.
<b>Center of Interest</b>	That point of a graphic that the eye is drawn to. See rule of thirds
<b>Centering</b>	The position of the instructor on the TV screen. The instructor should be centered (left to right) but not top to bottom. The eyes of the instructor should be at the bottom of the top third of the screen.
<b>Character</b>	An alphanumeric display. Letters, numbers, symbols, and blank spaces. Usually typed in off a computer keyboard.
<b>Character Generator</b>	An electronic device used to insert "characters" into the video picture. EDNET sites do not have character generators, but they do use Powerpoint computer program to make graphic and text presentations. But Powerpoint is usually not inserted into the video picture, it replaces it.
<b>Chat</b>	A real-time, synchronous conversation facilitated by computers, software programs and computer or teleconferencing network...usually the Internet.
<b>C Band</b>	An uplink satellite signal. Generally, C-Band satellite systems have a steerable antenna, whereby the user can "point" the dish to different "birds" to receive different programming. K-Band is a fixed satellite transmission--not steerable.
<b>Classroom Configuration</b>	An Cme term for an event configuration where all sites in the event see the active site video except the active site, which sees the origination or broadcast site.
<b>Clip</b>	A short piece of video or audio source material stored on video tape.
<b>Clip Art</b>	Copyright free graphic line art. Some are black and white, shades of grey, or in color. Usually stored on CD's or the Internet.
<b>Close up Shot</b>	A television shot that shows the head and shoulders of the talent (teacher--it doesn't mean they have any). Sometimes called a head shot. Use judiciously in distance learning.
<b>CMC</b>	Computer Mediated Communications. EDNET is an example.
<b>Cme</b>	(Conferencing Management Environment) Custom produced software used to control Utah's EDNET videoconferencing network.
<b>CMI</b>	Computer Mediated Instruction.
<b>Coaxial Cable</b>	A metal carrier cable of broadband and baseband signals. Can carry many TV channel simultaneously. Most cable

	TV systems use Coaxial cable.
<b>Codec</b>	A Coder-Decoder converts analog signals, (voice and video), into digital form for transmission over a digital medium and, upon reception, re-converts the signals to the original analog form.
<b>Cognitive</b>	The means by which a student obtains new knowledge. Most Psychologists and Educators agree that there are three forms of learning..Cognitive, Affective, and Physco-Motor.
<b>Complex Site</b>	A site which both originates or broadcasts and participates in EDNET events on a regular basis.
<b>Compressed Video</b>	A digital transmission technique used to time-compress and digitize analog television signals for transmission. The signal is converted to digital form by the codec. At the receiving end the signal is reassembled by a decoder to viewable analog form. compression results in certain compromises in the motion-handling and sometimes the audio quality of the television signal.
<b>Computer Assisted Instruction</b>	Computer assisted instruction uses the computer as an instructional medium similar to other media such as slide/tape, video, or textbooks.
<b>Computer Based Instruction</b>	Instruction delivered via computer. Computer based instruction takes advantage of the interactive nature of the computer. It is an inherently active mode of learning.
<b>Computer Interface</b>	A black box that is used to connect peripheral equipment to a computer or a computer with a television system. Most EDNET sites have a "black box" used to connect the computer output to the television.
<b>Conferencing</b>	Interactions between people via computer, video, or audio delivery. A "many-to-many" form of communication. Can be synchronous or asynchronous.
<b>Content Expert</b>	Subject matter expert. The instructor who designs the telecourse. Usually possesses a terminal degree in a content specialty.
<b>Convergence</b>	Where two or more independent technologies such as telephone, television, computer network, fax, and voice (radio) can come together in a shared network. EDNET is the largest converged network in the world (utilizing all of the above technologies, and a few more)
<b>Copyright</b>	The legal right of ownership of intellectual property. Everything is legally copyrighted at the moment of creation.

<b>Corner Insert</b>	Inserting an image of the instructor or other video source in a quadrant of the video picture. We would expect to see the instructor in the lower right corner of a Powerpoint presentation.
<b>CPU</b>	Central Processing Unit. The computer.
<b>Crash</b>	Computer software error.
<b>Crop</b>	To trim, or adjust the borders of a clip art or picture to eliminate unwanted parts. Helpful in making a graphic fit the 3 x 4 aspect ratio of the TV screen.
<b>CRT</b>	Cathode Ray Tube. A descriptor of a TV set or video monitor.
<b>CSU DSU</b>	Customer Service Unit/Data Service unit. An FCC-required device used to establish a demark between the local telephone company and customer owned equipment.
<b>CUES</b>	Central Utah Educational Services. Richfield, Utah
<b>Cyberspace</b>	An overused word to describe the virtual space where people correspond by email and "surf" the Internet for entertainment or information. A future world mediated by computer networks, with direct and total access. It is mental and sensorial to a parallel world of pure digitized information and communication. A consensual hallucination!

<b>D</b>	
<b>DA</b>	Distribution Amplifier. A video or audio device with one input and several (4-6) outputs.
<b>Data</b>	The formalized representation of facts or concepts suitable for communication, interpretation, or processing by people or by automatic means.
<b>Database</b>	A clearly defined set of information or data for a specified purpose. Examples could include a general or specific dictionary or collection of addresses.
<b>Data Compression</b>	Reducing the size of a data file by reducing unnecessary information, such as blanks and repeating or redundant characters or patterns.
<b>DBS</b>	Direct Broadcast Satellite. Transmission of video and audio signals directly to homes through small 18 inch rooftop receiving systems that are locked onto one satellite program source, usually through a subscription.
<b>Decoder</b>	A television set-top device which enable the home

	subscriber to convert and electronically scrambled television picture into a viewable signal. This should not be confused with a digital coder/decoder known as a CODEC which is used in conjunction with digital transmissions.
<b>Dedicated System</b>	Any telecommunication system designed for and used by an institution 24/7. EDNET is a dedicated system.
<b>Delay</b>	The time it takes for a signal to go from the sending stations through the videoconference to the receiving station. This transmission delay for a single hop videoconference connection is about 1/4 of a second. In satellite transmissions it can amount to 1-2 seconds. In Codec (compressed) video systems the delay can be up to 4 seconds. Add to this problem the delay caused by cultural differences, speech, poor teacher questioning techniques, and inattentive listening can cause delay times up to 10-20 seconds.
<b>Delivery Options</b>	The means to electronically deliver a telecourse to students at field sites. Options include audio, video, computing , print, internet services, satellite, and combinations.
<b>Demark</b>	Short for demarcation. A boundary between telephone company and customer-owned equipment.
<b>Demodulator</b>	A videoconference receiver which extracts or "demodulates" the "wanted" signals from the received carrier.
<b>Desktop Camera</b>	Document camera. Camera placed next to the instructor to transmit graphics and pictures placed under it. Similar in function to an overhead projector.
<b>Digital</b>	Conversion of information into bits of data for transmission through wire, fiber optic cable, videoconference, or over aire techniques. This method allow the simultaneous transmission of voice,data, and video.
<b>Directory</b>	A special list of files on a selected topic located on another computer at an internet site.
<b>Distance Education</b>	The student and instructor are physically separated by any distance. All communications are mediated by some type of electornic means in real or delayed time. Location is of no consequence.
<b>Distance Learning</b>	The incorporation of video and audio technologies into the educational process so that students can attend classes and training session in a location distant from that where the course is being presented. Distance Learning systems are



	usually interactive and are becoming a highly-valuable tools in the delivery of training and education to a widely-dispersed students in remote locations or in instances where the instructor cannot travel to the student's site. Recently, the addition of the time element to distance learning has been added. Distance Learning is not tied to geography or time.
<b>Distributed Learning</b>	An instruction model that allows instructor, students, and content to be located in different, non-centralized locations so that instruction and learning can occur independent of time and place. The distributed learning model can be used in combination with traditional classroom-based courses, with traditional distance learning courses, or it can be used to create wholly virtual classrooms.
<b>Distributed Network</b>	A system who data bases are spread among many computers worldwide rather than clustered in a single location.
<b>Document Sharing</b>	Whhiteboarding. Placing a document (electronically) on an on-screen shared notebook or whiteboard. Two or more persons can "work" or manipulate a document from their respective locations simultaneously.
<b>DOS</b>	Disk Operating System. Windows 95, 98, Unix, Linux are all operating systems for computers that allow users to control the functions of the computer easily.
<b>Downlink</b>	An earth-based satellite receive station.
<b>Download</b>	The process of transferring (copying) data files from a main host computer to a smaller computer. Opposite from uploading
<b>Dropout</b>	The loss of a signal (picture) during an audio or video-taped playback due to some type of imperfection on the tape.
<b>DS3</b>	Method of data transmission at the speed of 45 MB/second.
<b>Dub</b>	To copy an audio or video tape from a master. It is also called a "dupe" (duplicate)
<b>Duplex</b>	Any technology that can deliver signals in two directions simultaneously (telephone, voice, etc.)

<b>E</b>	
<b>Earth Station</b>	A receive (downlink) or send (uplink) dish to distribute a television or data signal to or from a satellite transponder.

<b>Echo Cancellor</b>	Device to eliminate echoes in audio transmissions.
<b>EDNET</b>	Utah's video-based interactive distance learning system.
<b>Educational Television ETV</b>	Programs dealing with educational topics. Usually passive, they teach about special interest areas. These can be broadcast live or distributed on videotape.
<b>Edutainment</b>	A synthesis of interactive and entertainment capabilities of videogames and direct instruction. It is highly interactive multimedia that synthesizes audio, video, and computing. (Entertrainment!)
<b>Electronic Learning</b>	the student interacts with electronic media to learn a skill or topic. Videodisk, compact disk, videotape, audiotape.
<b>Electronic Mail</b>	Email. Computer terminals are used to transmit and send digital messages to prescribed electronic "mailboxes" for retrieval at any time.
<b>ELMO Camera</b>	Brand name for an overhead document camera.
<b>Emoticons</b>	Also known as Smileys. Symbols used to add emotional expression to a text-based statement. B>) :- ) happy, :-X speechless, :-& tongue-tied,
<b>Entry Level Skills</b>	The skills and competencies brought to a course by a student. Prerequisites necessary for success in a course.
<b>Event</b>	In Cme terms, a teleconference of any type (a satellite feed, distance learning program, meeting, etc.) that uses any EDNET resource.
<b>Event Configuration</b>	Cme term for the switching arrangement used for an event. See Broadcast Configuration, Classroom configuration, Interactive Configuration, and Production configuration.
<b>Event Facilitator</b>	The person authorized, for a given event, to log into Cme and do switching.
<b>Expectations</b>	The learning performance objective that a student is expected to master. A level of performance.
<b>Export</b>	Data is sent from one system (terrestrial or satellite) to another system located anywhere.
<b>Eye Contact</b>	Sometimes referred to as "teaching to the camera." The ability of the instructor to look a television camera lens and nonverbally communicate with field site students. A tele-teacher has to "look through" the lens into the eyes of his/her students and engage them into the discussion/activity.

<b>F2F</b>	Acronym for Face to face teaching.
<b>Facilitator</b>	A person usually located at an off-campus site who aids the primary instructor with the students at a distance. In EDNET, there are usually two facilitators: An "originate" facilitator who is assisting the teleteacher, and the "remote" facilitator who is with the remote students and is usually the eyes and ears of the instructor.
<b>Facsimilie Fax</b>	Transmission of words and graphics over telephone lines. These are reconstructed at the receive end in hard copy. It is a computer-based digital technology.
<b>Fair Use</b>	Fair Use Guidelines for Copyrighted Materials. Instructors may make a copy of a piece of work provided it is not a significant amount of the work, will be used in an educational setting, is part of the instructional process, and its use will not harm the original author. Usually described as making a single copy of one visual (photo, chart, diagram, cartoon) from one book, periodical, or newspaper for purely noncommercial teaching use in the classroom.
<b>FAQ</b>	Frequently Asked Questions. Special files on any variety of topics where answers to the questions are archived. Typically used on the Internet.
<b>Feedback</b>	1. Data is provided (fed back) to a student and instructor to inform them how much the student learned. 2. These data also show how effective the teaching strategies and learning activities were in assisting the students to master the learning performance objectives. 3. An electronic (audio) anomaly where the sound coming out of a monitor (speaker) is fed back into a microphone and amplified and sent around again and again. Usually creates a high pitched squeeling noise. Teachers can eliminate feedback by A) Moving the microphone away from the monitor. B) Point the microphone in a different direction, or c) Turn the monitor or mic level down a bit.
<b>Fiber Optic</b>	Carrier of communications allowing two-way, full motion video/audio. Capable of carrying multiple signals.
<b>Fiber Optic System</b>	Light beams such as lasers can transmit huge amounts of digital messages over strands of high purity glass (fiber glass) or plastic at the speed of light (186,280 mps). Each fiber can carry from 90-150 megabits of digital information per second or 1000 voice channels more than copper.
<b>Flaming</b>	an angry response to a written statement over the Internet. Not nice to do!

<b>Font</b>	A special typeface for numbers, letters, and symbols of any type. It is set in one weight and style of typeface. Examples are Helvetica, Palatine, Arial, Times, Roman. Distance learning professionals should produce graphics using fonts that are "sans serif."
<b>Format</b>	The way data is specifically arranged on a document or file. Or ISG has a very particular format
<b>Frame</b>	Refers to one complete video image of 525 horizontal lines that takes 1/30th of a second to show (on the TV)
<b>Frame Synchronizer</b>	Device which synchronizes unsynchronized video.
<b>Freeze Frame</b>	A still video image.
<b>Frequency</b>	the number of times that an alternating current goes through its complete cycle in one second. 1 cycle per second is 1 hertz. 10 cycles per second is 10 hertz. 1 million cycles per second is 1 megahertz. 1 billion cycles per second is 1 gigahertz, and so on. It is a metric measurement.
<b>FTP</b>	File Transfer Protocol. An Internet protocol used for transferring data files from one location to another host.
<b>Full Duplex</b>	A telecommunications channel that allows two-way conversation simultaneously without one of the parties being cut off. (Can be video, audio or both) A telephone is a full duplex device. Television is simplex--one-way only.
<b>Full Motion Video</b>	Wide bandwidth, high-quality video and audio. Normally associated with broadcast-quality television, it is not compressed. Television signals that are displayed in real time and motion which appear continuous. Your home tv set is full motion video, most of EDNET is full motion video. Most computer videoconferencing is less than full motion video, hence the movement may appear "jerky."
<b>Full Program Audio</b>	The audio of all sites including the local site in an event. This service is usually carried on a separate audio channel and can be scheduled if recording an event is desired.
<b>Fully Interactive</b>	Two or more EDNET event sites can interact with one Audio/Video another via both audio and video signals.
<b>FYI</b>	For Your Information.

<b>G</b>	
<b>Gateway</b>	A V-Tel Codec dedicated to interface analog sites with digital V-Tel events.

<b>Genloc k</b>	An electronic device that brings together (synchronizes) signals from a variety of sources for the purpose of mixing and recording video and computer signals. You may have noticed that you can't plug a television set into a computer without a device to make the video work properly (A scan converter or genlock device will do the trick!)
<b>GIGO</b>	Garbage in Garbage out!
<b>Grabber</b>	An attention getting device or technique. Most effective if used at the beginning of a teleclass.
<b>Graphical User Interface</b>	GUI or Gooney. A Windows-style interface with the Cme software.
<b>Graphic Analogy</b>	a visually reinforced analogy. These use artifacts (puppets, magic tricks, etc.)

<b>H</b>	
<b>Hairy Arm Teaching</b>	A male arm writing notes under the document or overhead television camera. The arm tends to be the focal point. The students blindly copy notes. We can do better!
<b>Handshake</b>	an electrical exchange of predetermined signals by devices wishing to set up a connection. Once completed the transmission begins. You have "heard" handshaking going on when you connect your computer via a modem to an internet service provider. The beeps, whistles, and buzzes are actually the "handshaking" protocols progressing so that future communication can take place.
<b>Hands On</b>	the process of directly manipulating equipment to learn special functions. This refers to a real-life experience rather than a didactic experience. Sometimes called "experiential learning."
<b>Hard Copy</b>	A printed output in readable form. A printout.
<b>Hardware</b>	The physical artifacts or equipment (mechanical and electronic) used in teaching. It includes both audio and visual. This also refers to the physical components of a computer such as the keyboard, cpu, the monitor, printer, etc.
<b>HDTV</b>	High (than normal) definition TV.
<b>Header</b>	The initial opening of a video or film that contains essential information and credits.
<b>Headroom</b>	the amount of room from the top of the instructor's head to the top of the television monitor. Think of a Gus Paulos Commercial and the distorted amount of headroom!

<b>Hertz</b>	Abbreviated Hz. An electronics term referring to a basic measurement of frequency in cycles per second. One cycle per second of alternating voltage or current.
<b>Heuristic</b>	A way of solving problems through trial and error.
<b>Home Page</b>	A web page. this is a first contact with an individual or organization on the Web. It is the specified web page that is loaded when the browser is started.
<b>HTML</b>	Hypertext Markup Language. The textual coding used to create web or internet pages. All documents must be written in this code to be transmitted. Example: <a href="#"><u>is an html code that produces a link, which when "clicked on" or selected will take the browser to the UEN homepage.</u></a>
<b>Hub</b>	A network distribution point.
<b>Hub Site</b>	(1) In the Cme, a site controlling a routing switcher. (2) A geographical location which coordinates local EDNET activities.
<b>Hyperlearning</b>	A term coined in Perelman's book, School's Out: Hyperlearning, the New Technology, and the End of Education (1992). It means that teaching and learning are fused and transformed into the concept of hyperlearning. Machines help humans to learn and humans help machines to learn. There is not "school." This ideas goes beyond artificial intelligence.
<b>Hyperlink</b>	A connection among document in a hypermedia or hypertext format (see HTML).
<b>Hypermedia</b>	An early version, hypertext, provided the ability for multidimensional cross-referencing and indexing of word-based information libraries. Add multimedia pictures, movies, sounds of speech, music, and so forth to the library and the hypertext becomes hypermedia.
<b>Hypertext</b>	the linking of information together by highlighted keywords that have been marked up creating paths through related materials from different sources such as footnotes and encyclopedias. It is the ability to present connected documents. See webquests, virtual tours, threaded discussions for related concepts.

<b>I</b>	
<b>ICON</b>	A small on-screen graphic that represents a group of actions. An example is the wastebasket icon on the computer desktop to represent deletion of a file.

<b>Inbound</b>	A signal traveling toward your site.
<b>Inference</b>	A conclusion drawn from known data.
<b>Information superhighway</b>	The interconnection of computers worldwide with the capability of transporting audio, video, and data.
<b>Input Output</b>	I/O abbreviation. Information is input into the computer through a variety methods (keyboard, scanner, internet,etc.) and a computer can output its information to another variety of methods (printer, monitor, disk).
<b>Instructional Design</b>	(ID). A systematic approach to developing instruction both live and mediated. This includes a statement of course and lesson terminal learning performance objectives; assessment of these objectives by any means; selection of teaching/learning strategies based on the objectives; and feedback to both the student and instructor to determine to what degree the objectives were mastered and how the selected teaching and learning strategies worked.
<b>Instructional Designer</b>	A highly trained specialist who takes subject matter and designs it around measureable objectives. Usually requires a terminal degree.
<b>Instructional Strategy</b>	This is a teaching strategy that includes how the instruction is delivered (the physical delivery: lecture, correspondence, television, computer, etc.) It also includes the means by which the instructor communicates in the classroom such as active, passive, questioning, etc.
<b>Instructor Centered</b>	The focus in a teleclassroom is on the instructor while teaching. This reinforces passive learning rather than active learning. The primary teaching strategy is the lecture. Poor.
<b>Interactive</b>	To become involved through participation and feedback. It takes place between instructor and student; student(s) and student(s); and student and media such as programmed instruction or computer-assisted instruction.
<b>Interactive Conference</b>	In Cme, an event configuration in which the active site is seen by all configuration sites. The active site sees the previously active site.
<b>Interactive Educational Telecommunications System</b>	Two-way synchronous communication such as audio, video, computing, print, multimedia, or combinations of all these.
<b>Interactive Television</b>	Instructional television that is highly visualized and interactive (teacher/student, student/student, student/media) and requires students to participate in specially designed activities. It is highly student centered.

<b>ISAT Instructional Systems Approach to Teaching</b>	The ISAT procedure is composed of terminal and intermediate learning performance objectives, assessment, feedback, teaching strategies, and learning activities.
<b>ISDN</b>	Integrated Services Digital Network. A CCITT standard for integrated transmission of voice, video and data.
<b>ISG</b>	Individual Student Guide. A notetaking device for teacher and students. The teacher can use the ISG to guide the lesson and at the same time the student uses the ISG to take notes upon and answer specific questions. Our ISG also has specific goal, lesson content, and assignments listed for convenience.
<b>ITFS</b>	Instructional Television Fixed Service. A narrowcast (UHF) television channel, given to nonprofit institutions such as colleges and school districts. In Utah, there are several ITFS systems. The most notable and oldest is in the Uintah Basin. EDNET carries a signal from the Uintah Basin Applied Technology Center to a mountain top repeater station and a special transmitter rebroadcasts the signal as a UHF channel(s) (63, 59, 42) to the communities in the Uintah Basin. Schools have a simple UHF antenna on the roof that receives the signal and the "class" is played on a TV set in a classroom. A telephone callback system in the classroom allows for the student's live interaction with the teacher. There is very little cost to set up a receive site. Copyright considerations change drastically though.
<b>ITV</b>	Instructional Television. Television used for direct classroom instruction both live and videotaped. It is (or supposed to be) highly visualized and interactive. A student handout should be provided for each telelesson. Also called interactive television.

<b>J</b>	
<b>JPEG</b>	Joint Picture Expert Group. A standard for the digital compression of still pictures.

<b>K</b>	
<b>Kbps</b>	Kilobits per second. Refers to the transmission speed of 1,000 bits per second.
<b>Kilohertz</b>	(kHz) One thousand Hertz. See Hertz.
<b>Ku Band</b>	A satellite frequency range of 10.9 to 17 GHz. Usually Ku



	Band satellite systems are NOT steerable as opposed to C-Band satellite systems that are steerable. Home dish networks operate on Ku Band. They are capable of many (100's) of simultaneous TV and Radio channels.
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<b>L</b>	
<b>LAN</b>	Local Area Network. Transmission network interconnecting offices within a building or group of buildings, usually designed to convey different kinds of data.
<b>Laptop</b>	Small (under 6 pounds) portable computer.
<b>LATA</b>	Local Access and Transport Areas. The areas within which Bell Operating and independent telephone companies can provide transport services. Carrying a transmission across a state boundary requires an Interexchange carrier. In small rural areas these Interexchange carriers have no incentive to provide high-speed data and teleconferencing services and rarely do. Hence, schools along the state borders that are in a rural, geographic setting are the last to be part of sophisticated distance learning networks.
<b>Lavaliere Microphone</b>	A small microphone on a chain or clip. It can be a "wired" or "wireless" version. The purpose is to free the hands of the instructor. All EDNET originate sites have a lavalier microphone.
<b>Layout</b>	The design or layout of a television graphic in the proper 3 x 4 aspect ratio. The visual plan for a poster, display, montage, or publication.
<b>Learner Centered</b>	The type of teleteaching which focuses first on learning objectives and then how it will be taught. This is highly interactive learning.
<b>Learning</b>	The observable change of behavior or attitude in a student that is a result of a learning experience. Good teaching causes learning!
<b>Learning Activity</b>	Ways in which students are involved in their own learning either alone or with small groups.
<b>Learning Contract</b>	An agreement between a student and the instructor of what how to master learning performance objective(s). The contract is either given to a student, negotiated, or developed by the student and approved by the instructor.
<b>Learning Performance Objective</b>	A behavioral objective. Clear and precise statement of exactly what the student is expected to learn and do at the

	completion of a course and at the end of each class.
<b>Lease Lines</b>	Lines including fiber optic cables, telephone cables, microwave, or other transmission systems provided by commercial communications carriers.
<b>Lecture</b>	A discourse on an academic topic given before a student audience. It is usually passive on the part of the students. In telecourse language we would call this the "talking head!"
<b>LEO</b>	Low Earth Orbiting satellite. Satellites follow each other in orbits in such a way that, no matter where a user is, there will be a satellite in the line of vision. Because they are much lower than regular satellites (23,600 miles for a geosynchronous satellite), a teacher or student can link to them directly with a mobile phone or computer.
<b>Levels of Learning</b>	Bloom's Taxonomy of Educational Objectives list major levels of cognitive learning performance objectives. The levels are hierarchical and cumulative, moving from lowest to highest level of learning. These levels include recall of data; comprehension; application of individual principles; to critical thinking in which appropriate rules and principles are selected to solve a problem. The levels specifically are: Knowledge, Comprehension, Analysis, Application, Synthesis, and Evaluation. These are cognitive levels only. Two other major areas of student learning can also be considered: Affective learning and Psychomotor skill development--which do not fall within the six levels listed above.
<b>Link</b>	Connections or links to additional information in a document or file at different locations on the internet. Links are sometimes referred to as URL's (Universal Resource Locators). A typical link to the Utah Education Network looks like this: <a href="http://www.uen.org/">http://www.uen.org/</a> when your mouse pointer is positioned over this link and the link is active, clicking on the link will cause the browser to "jump" to that location.
<b>Listserve</b>	A special interest discussion group that corresponds via email. A message is posted to the listserve and is automatically sent to all members of the group.
<b>Live Video</b>	Interactive television which is conducted in real or actual time rather than through videotape. It can be in full motion or in compressed video format.
<b>Local TOC</b>	A Technical Operations Center responsible for the daily operation of the EDNET system for an assigned set of

	sites. The first level of contact in most problem situations.
<b>LOL</b>	Acronym for "Laughing out loud!"
<b>Long Shot</b>	A video camera shot that shows the entire instructor against the background. The background is prominent.
<b>Loop Backs</b>	A configuration used for testing. Inbound audio or video is fed directly to outbound audio or video paths using patch panels or electronic switching.

<b>M</b>	
<b>MCU</b>	Multipoint Control Unit. A device that bridges together multiple inputs so that more than three parties can participate in a video conference. The MCU uses fast switching techniques to patch the presenters or speaker's input to the output ports representing the other participants.
<b>Mega</b>	One million. As in Megabyte--one million bytes of one thousand kilobytes of information.
<b>Micro or Mini Teaching</b>	A short 5 to 10 minutes lesson that is videotaped. It exemplifies a specific teaching strategy such as silence, nonverbal communication, or questioning techniques. After taping, the instructor, with an instructional consultant, review the tape and critiques the success of the teaching strategy.
<b>Microwave Systems</b>	Line-of sight, point-to-point transmission of signals at high frequency. Many CATV systems receive some television signals from a distant antenna location with the antenna and the system connected by microwave relay. Microwaves can send data, telephone, voice, indeed all types of information. Fiber optic communication system have slowed the growth of microwave systems.
<b>Microwave Technology</b>	Portion of the electromagnetic spectrum from approximately 1,000 to 100,000 Megahertz. Microwave energy is capable of being focused in concentrated beams in specific directions due to its short wavelength characteristics and sent over long distances. It is also capable of being transmitted over wide areas from a central point or shaped into specific coverage areas with special antenna.
<b>Microwave Television</b>	A technology which uses high-frequency radio signals to deliver video/voice data.
<b>MIPS</b>	Million instructions per second. A measure of the speed of computer performance.

<b>Mixer</b>	An electronic device that brings together many wired or wireless microphones and smooth the sound out so that it is heard at the same auditory level.
<b>Mix Minus</b>	A full mix of conference audio minust the audio of your own site. This audio configuration is used to avoid creating feedback over the system.
<b>Mnemonic</b>	In the Cme, a truncated word(s) used to identify EDNET sites.
<b>Modem</b>	Modulator/Demodulator. A device which encodes and decodes computer data into audio signals which can be transmitted over phone lines.
<b>Monitoring Site</b>	A site that monitors the event, but does not participate.
<b>MOOs</b>	(MUDs Object Oriented). This allows for live synchronous interaction through a host-site where students log on on simultaneously. It allows for immediate and spontaneous interactions. (A text chat)
<b>Moving Hand Teaching</b>	When teaching over intereactive television, the instructor selects a passive teaching strategy and writes notes under the television camera ("Hairy Arm Teaching"). The student primarily sees a hand writing words and numbers that must be copied. Good for explanation, poor for long periods of notetaking.
<b>MPEG</b>	Motion Pictures Experts Group. Motion JPEG. An internationally recognized multimedia digital video compression standard for CD-Rom and low-end television applications. There are now MPEG2,3,and 4 standards for High Definition TV and of slow speed transmission television.
<b>MUD</b>	Multi- User Dungeons/Domains. This is a virtual world in which you can interact with other participants in real time. Generally text based, but more and more video elements are being used. Video streaming.
<b>Multimedia</b>	The integration of several media into a single presentation; i.e. slide/sound or computer/videodisc.
<b>Multipoint</b>	A telecommunications signal that is distributed to a number of field-sites simultaneously. It can be delivered live or packaged as self-contained videotapes and study guides. EDNET is a multipoint videoconferencing system.

N	
<b>Narration</b>	The verbal part of a presentation from which

	visuals/graphics are derived. The narration is accompanied by visual materials.
<b>Narrowband</b>	Lower level frequency signals such as a telephone or radio. It implies a speed of 56 Kbps.
<b>Narrowcast</b>	A scrambled signal distributed to a targeted audience which must have special equipment to receive and descramble it. Cable television is a narrowcast signal.
<b>Needs Assessment</b>	the process or technique by which it is determined that telecourses or programs are needed, desirable, and fiscally viable in a clearly defined geographically area. New distance learning programs are sponsored based on the data derived from a needs assessment.
<b>Netiquette</b>	This is the etiquette (protocols) used during communications on the Internet. This can be extended to distance learning systems as well.
<b>Network</b>	Multiple information sources or destinations linked via communications media to exchange information.
<b>Network TOC</b>	The main Technical Operations Center at the Eccles Broadcast Center in Salt Lake City. It can be reached at 581-4134 in Salt Lake or 1-800-863-3496 elsewhere.
<b>Note Copying</b>	The student spends most of the class time copying words and numbers off a television screen. It is associated with the "talking head, hairy arm, or shiney ring" teleteaching. There is little or no visualization or interactivity.
<b>Note Taking</b>	The student takes notes by fillin in key words and phrases shown in an ISG or word pictures. Copying and extensive writing is minimized. Most important ideas are cued and prompted through the fill-in.
<b>NTIA</b>	National Telecommunications Information Agency
<b>NTSC</b>	National Television Standards Committee. (Never twice the same color!) A video standard established by the United States (RCA/NBC) many years ago, before computing even began, that dictates that a television signal be composed of 525 lines of video reproduced at the rate of 30 frames per second.
<b>NUES</b>	Northeastern Utah Educational Services. Heber City, Utah

<b>O</b>	
<b>One Way Feed</b>	An event configuration where the origination site's audio and video is fed to other participating sites. The participating sites are receive only. These events are not

	interactive and do not require the use of an audio bridge.
<b>Origination Site</b>	The site from which any particular EDNET program is being sent.
<b>Outbound</b>	A signal moving away from your site.

<b>Others</b>	
<b>-( unhappy, :-&lt; upset, :-O shocked, ;'-( crying, :-/ skeptical,</b>	

<b>P</b>	
<b>Pacing</b>	The speed by which an instructor speaks during a telepresentation. This usually mean fast for review and slower as new information is introduced.
<b>Pan</b>	Television camera movement to the left and the right. Short for panorama. Pan the camera around the room.
<b>Paradigm</b>	A way of looking at things; a point of view, a model of how to go about solving and implementing something.
<b>Passive Learning</b>	the student is viewed as a receptor or vessel ready to be filled with knowledge. The instructor speaks as the students listens and takes notes. Students frequently miss the key points of a lecture.
<b>Passive Viewing</b>	The student listens covertly without any overt interaction.
<b>Patch Panel</b>	A panel in which electrical cords can be inserted manually to reroute video/audio signals.
<b>Path</b>	Communication links and devices that audio/video travels through to reach from one end site to another.
<b>Performance Based Instruction</b>	Designed to develop specific skills and learning outcomes that are specified before the instruction begins.
<b>Personal Signature</b>	The presentation image of the instructor. The persona of the teacher when teaching over television.
<b>Physical Delivery</b>	the electronic equipment used to deliver instruction and other data.
<b>Picture in Picture PIP</b>	a small picture of the instructor (usually) appears in the lower left or right corner of the television screen over the top of another outgoing tv signal, perhaps from a computer or overhead camera.
<b>Pixel</b>	Picture element. The smallest displayable video dot that

	can be addressed on a computer display screen. A typical letter of the alphabet might take up 26 to 52 pixels of space on the monitor.
<b>Plant</b>	A student at a field site is asked to respond to a question prior to the teleclass presentation. The student has been given the correct answer. The purpose is to encourage student interaction.
<b>Platform</b>	The type of computer system one is using. PC or Mac.
<b>Playback</b>	The replay of a video or audio tape.
<b>Point to Point</b>	Transmission of a television signal via microwave from point A to point B is line-of-sight. There cannot be any blockage of the signal between the origination and receive site. A building constructed in the path of a line-of-sight or point-to-point signal will block the path requiring repositioning of one of the antennas.
<b>Port</b>	A physical input or output of a device.
<b>Positive Image</b>	An instructor's view of how they look, sound, and move during television teaching. A positive image of oneself creates high self-esteem and personal confidence. The confidence is usually created by preparation prior to presentation (how's that for alliteration?)
<b>Post</b>	Putting a message up on a bulletin board for all to read.
<b>POTS</b>	Plain Old Telephone Service. Analog in nature.
<b>Powerpoint</b>	A software program developed by Microsoft. Presentation of graphics is its strong point.
<b>Pre Test</b>	An assessment of student capability before instruction begins to determine to what degree the learning performance objectives have already been learned.
<b>Preview Monitor</b>	The monitor on which video of the participating sites can be previewed at the complex site facilitating an event.
<b>Production Configuration</b>	An event configuration in which the participating site always sees the output of the production site's switcher, and the active site's video is fed back to the production site's switcher.
<b>Production Site</b>	In Cme, the site where the production switcher is located for an event.
<b>Production Switcher</b>	An electronic video switcher with special effects.
<b>Program Monitor</b>	The main monitor on which an EDNET event is viewed at a site.
<b>Program Provider</b>	The organization requesting or producing an EDNET event.

<b>Prompt</b>	The student is cued to a correct response by point, nodding, or use of other body language.
<b>Prop</b>	Any type of portable device or artifact that is shown with the instructor as s/he teaches over television. These could include flowers on a desk, a hand puppet, a backdrop or a hat.
<b>Protocol</b>	A formal set of rules or procedures by which computers and telecommunication system communicate with each other and with people. A teacher should have a pre-set protocol for the asking of questions in the teleclass.
<b>Public Domain</b>	Unprotected intellectual property that was never registered with the Copyright Office. Intellectual property for which the copyright time has run out. Anyone can use the material without asking permission.
<b>Push To Talk Box</b>	Device with a switch used to activate and mute microphones.

<b>R</b>	
<b>Radio Alternative DL Delivery</b>	Radio can be used to deliver live and/or taped information sections of telecourses. In a live broadcast format, radio can be combined with the telephone and shortwave in an interactive format. Using student handouts, key words and phrases can be filled in a prompts or cues to important ideas. Activities and exercises can be assigned for future class. Radio telecourses were originally started in the "Outback" of Australia.
<b>Real Time</b>	The processing of information that returns a result so rapidly that the interaction appears to be instantaneous. Telephone calls and videoconferencing are examples of real-time applications. These kinds of real-time information not only need to be processed almost instantaneously, but it needs to arrive in the exact order it's sent. A delay between parts of a word, or the transmission of video frames out of sequence, makes the communication unintelligible. The telephone network is designed for real-time synchronous communication. Contrast this with communication on a threaded discussion bulletin board or even email.
<b>Receive Site Equipment</b>	the equipment at any location designated to receive a telecourse. The equipment usually includes a television monitor, camera, document camera, fax, vcr, and telephone, and perhaps a satellite downlink dish.



<b>Receiving Site</b>	Site receiving EDNET or other synchronous broadcast from origination site.
<b>Redundancy</b>	Duplication of key equipment components at an origination or receive site for immediate and automatic replacement in case of breakdowns. Notice that your favorite TV newscaster wears two microphones when they are "on-camera." This is a valuable lesson for teleteachers. Murphy's law will happen to you. Things will break down. Have a back-up plan ready at the drop of a hat.
<b>Repeater</b>	A device used to receive, reprocess, and transmit a weak signal forward to a more distant service area.
<b>Resource Based Learning</b>	The use of educational resources to facilitate learning, especially of a self-directed nature. Some portions of our class are resource-based within the WebCt system.
<b>Response System</b>	Individual students can respond electronically to comments and questions proposed by the instructor by pushing a letter or number on a keypad device. The results are tabulated automatically on a computer terminal that links the keypad devices.
<b>RF</b>	Radio Frequency. Electromagnetic signals.
<b>Routing Switcher</b>	A device used to direct analog video and audio signals.
<b>Rule of Thirds</b>	Refers to the layout of television graphics. A Graphic is divided vertically and horizontally with two lines each (9 squares? Upper third, Middle third, left lower third, and so on). We read from left to right and top to bottom. Graphic elements should follow that same order of presentation. A shot of the teacher should show the eyes in the bottom of the top center (#2 square) or you wind up with a "Gus Paulos" commercial style shot!

<b>S</b>	
<b>Satellite</b>	One-way distance learning via satellite communications with the capability of reaching large numbers of students in widely spaced geographic areas. There are two forms of satellites: Geosynchronous at 23,600 miles altitude and LEOS at 150-300 miles altitudes.
<b>Satellite Footprint</b>	A geographic area (usually quite large) covered by signals transmitted from a satellite. 3 geosynchronous satellites can completely cover the earth. 77 LEOS satellites will do the same thing.
<b>Schedule</b>	In Cme, reservation of the paths of a registered event, the

	final step before compiling.
<b>Schtick</b>	A Yiddish word meaning prank. It means an attention-getting device. A teleteacher might put on an Albert Einstein wig to illustrate a point and discuss the concept of creativity in the classroom.
<b>SEDC</b>	Southwest Educational Development Center. Cedar City, Utah
<b>Self Assessment</b>	The student checks his/her own progress towards mastery of the stated learning performance objectives. The student accepts responsibility for his/her own learning and participates in what and how to learn and when he/she should be assessed. This could be in the form of a learning contract.
<b>Server</b>	A regional repository for specialized electronic information in uadio, vido, and computing formats and for email and streaming video. It is accessed by client computers within a region. The WebCT servers contain the information for our class.
<b>SESC</b>	Southeastern Education Service Center. Price, Utah
<b>Shelf Life</b>	The longevity of a telecourse in terms of semesters or years before it is discontinued, erased, or modified.
<b>Shiney Ring Teaching</b>	Finger ring worn by the instructor when writing notes under a television camera. The ring shines into the lens and becomes the visual focus of the picture--too distracting. Don't use your finger as a pointer--use a pencil, chop stick, anything but your finger!
<b>Shortwave Alternative DL delivery</b>	Shortwave can be used as a private broadcast to those students tuned into the same frequency. These courses are not a public as broadcast radio since the student must have all of the related electronic equipment to receive and send transmissions.
<b>Silence</b>	Wait time. After a question is asked by the teleteacher, the instructor should remain silent for 3-5 seconds, sometimes longer if there are cultural, ethnic, or geographic distances involved.
<b>Similie</b>	A figure of speech in which two things are briefly and explicitly compared. A short analogy. Example: How is Interaction in the classroom like fishing?
<b>Simplex</b>	Any technology which delivers signals principally in one direction (satellite, broadcast TV, radio, textbooks).
<b>Site</b>	1. A location on the Internet. 2. A receive "site" for videoconferencing--a geographical, actual location. A

	location which has the ability to transmit and receive (participate in) an EDNET event.
<b>Site Administrator</b>	Responsible for setting and administering site policies, observance of EDNET agreements and policies, and administrative support of the Site Coordinator. Also responsible for disbursing, receiving site fees, or authorizing the disbursement of those fees.
<b>Site Coordinator Site Technician</b>	Responsible for overseeing site facilitation of all EDNET events at the site as well as the technical operation of the site, coordinating technical support for events originating from the site.
<b>Site Facilitator</b>	A person who facilitates the participation of a site during any distance learning event.
<b>Small Group Activities</b>	Groups of 2-4 students that work together at sites to solve a problem or complete a task as assigned by the instructor. These activities are usually accomplished synchronously, but do not necessarily have to be geographically connected. Site members can be at separate sites.
<b>Speakerphone</b>	A special voice-activated telephone with built in speakers that allow a number of people to speak with participants at several other sites.
<b>Splitter</b>	A passive device (one with no active electronic components) which distributes a signal carried on a cable in two or more paths and sends it to a number of receivers simultaneously. The signals are usually amplified before leaving the splitter--it is called a distribution amplifier.
<b>Stage Fright</b>	Excessive fear of speaking before an audience. It is expressed as nervousness in the form of shaking, getting ill, sweating, or diarrhea. Try to get over it and have fun with Distance Learning...it's not that bad!
<b>Still Frame Storage Device</b>	An electronic device that isolates and digitally stores a single frame of video for later use.
<b>Stimulus Variation</b>	Changing teaching strategies periodically (10-15 minutes) to maintain interest of the students. An example would be to deliver a short lecture with an overhead camera and then ask questions, and prescribe small group activities.
<b>Storyboard</b>	A detailed outline of the visual and auditory part of the video production or teleclass. Storyboards come from the film and tv industry where they are used to help all of the production elements know what the program is about each minute of presentation.
<b>Story Telling</b>	Use of a story or anecdote to introduce, reinforce, or

	summarize a key teaching point. There must be a transition from the story to the key teaching point that can be immediately identified by the student.
<b>Subject Matter Expert</b>	The instructor-of-record in a telecourse.
<b>Summative Evaluation</b>	The end of course or program assessment of teaching and learning.
<b>Support Services</b>	This is the assistance provided to faculty in the design and development of telecourses for distance learning. Examples might be instructional design, graphic services, secretarial assistance, logistic support, editorial, photography, and television production.
<b>Switch Set</b>	A collection of switch commands grouped together to perform a routing function.
<b>Switching</b>	the act of routing audio and video data from one device to another. This is usually done by sending a switch set to the switching device.
<b>Switching Mix Minus</b>	An event configuration in which the active site receives mix-minus from the audio console.
<b>Switching Site</b>	The site which executes the switches.

<b>T</b>	
<b>Talking Head</b>	A close-up (shoulders up) of an instructor who talks at the student audience with minimal interaction. There is no or minimal use of visualization. See Teacher-Centered.
<b>Target Population</b>	The specific group of students with somewhat similar backgrounds and needs for which a telecourse is desired.
<b>Taxonomy</b>	A cumulative and hierarchical intellectual classification scheme. It moves from lowest to highest levels of cognitive complexity.
<b>TBC</b>	Time Based Corrector. Several pieces of video equipment when used in parallel or series must have their "time" base corrected so the signals are synchronous.
<b>Teaching Strategy</b>	The methods to both deliver the instruction physically and the techniques of communication used by the instructor such as active or passive learning.
<b>Team Effort</b>	The instructional support personnel that work with an instructor to produce a high quality telecourse. Team members usually include the instructor, with support in instructional design, graphics, photography, editorial, and secretarial. In EDNET terminology it refers also to the site

	facilitators, coordinators, administrators, local service representatives and the instructor as well as support from state and regional training offices.
<b>Technobabble</b>	Using words and phrases with a technology base. They are often ponderous, pompous, and frequently inaccurate.
<b>Technology</b>	This is the hardware or physical delivery system by which messages are transmitted and distributed. The technology is the pipeline through which messages are sent in a variety of media.
<b>TELCO</b>	Generic term for the telephone company.
<b>Teleclass Teaching</b>	Teaching electronically by audio, video, computing, or print and in combinations of each of these. The students are physically separated from each other and the teacher by geography.
<b>Teleclassroom</b>	The origination point for a telecourse. This area should contain computers, televisions, audio, and print support. Often the teleclassroom contains some students. Some teleteachers prefer their local students to be in another classroom rather than the teleclassroom!
<b>Telecommunications</b>	The electronic transfer of data from one location to another.
<b>Telecommuting</b>	Working at home and connected to work anywhere in the world by computer.
<b>Telecomputer</b>	The digital synthesis of television, graphic, computer, and voice capabilities.
<b>Teleconference</b>	A generic application of any technology which provides a meeting or conference over distance. Electronic communications between two or more groups, who are in separate locations via audio, audiographics, video or computer.
<b>Telecourse</b>	A course designed to be delivered in real-time or packaged electronically via audio, video, computing or print.
<b>Telelecture</b>	An instructor conducts a lecture through an oral presentation that is electronically mediated and the student, physically separated, takes notes.
<b>Telelesson Plan</b>	This is a special lesson plan prepared for a teleclass. The TLP includes: A detailed presentation outline or full narrative; timing of all segments; production notes for the television camera operator if television is used; a description of what will appear on the television screen as well as what the instructor will be doing; a description of what students will do at the field sites; and what type of

	handout will be used. See Storyboard and ISG.
<b>Teleprompter</b>	A script is shown on a television screen that is placed next to a television camera lens. Although appearing to speak from memory, the instructor "read" the script. Watch the eyes of your favorite news anchor person. If they are reading a script, their eyes will move left to right slightly.
<b>Telesyllabus</b>	A detailed syllabus prepared for a telecourse. This is also called a student reference manual or individual student guide (ISG). It should provide the student with all of the information they need for the telecourse.
<b>Teleteaching</b>	A teaching situation in which the instructor and student are physically separated and linked electronically for all communications. This could be in synchronous or asynchronous time. Packaged learning materials may have to be provided to the student and then followed up with two-way communication by instructor and student.
<b>Telnet</b>	A service that allows the user to log into a remote computer and act as a terminal on that computer. In the EDNET room, notice that there are two computers and an AMX pad. The top or first computer is for multimedia presentation. The bottom or second computer is for telnetting to the AMX pad and EDNET Switching Computer, allowing the local facilitator complete control over switching and engaging all the EDNET sites in the particular event.
<b>Template</b>	A standard form to be used repetitively for communications such as a standard reply on a special topic. Our ISG is created from a standard template designed by the instructor. Why rebuild the wheel each day?
<b>Tera</b>	One trillion. A terabyte is 1000 gigabytes. A lot!
<b>Terminal Learning Performance Objective</b>	TLPO. The end-of-telecourse statement of knowledge and skill that is expected of a student. All teaching and learning activities focus on the student's achievement of these objective. The TLPO's are stated in precise observable language that is capable of measurement.
<b>Test Period</b>	A designated period of time for each EDNET event in which to test audio and video feeds.
<b>Test Time</b>	The actual time that the test period for each EDNET event begins.
<b>T 1</b>	High-speed digital data channel/carrier with a bit rate of 1.544 million bits per second; a general term for a digital carrier (DS-1) available for high-volume voice or data

	traffic; often used for compressed video teleconferencing networks. Each T-1 circuit can accommodate 24 voice channels.
<b>T 1 Transport</b>	A distal signal that transmit 1.54 megabits/second of data. This is equal to 24 telephone lines. This is a stage of compressed video. It is used for very high quality videoconferencing. See T-3
<b>T 1 Site</b>	A site that uses a Codec for video events via a T-1 data line.
<b>T 3 Transport</b>	This is full-motion video as seen on your home television receiver. Equal to 3 T-1 lines.
<b>Tight Shot</b>	This is a television shot that fills the screen. For an instructor it would be from the shoulders up. Talking head.
<b>TOC</b>	See Local TOC or Network TOC
<b>Topology</b>	A description of each site on the EDNET system, the communication links between them, and the devices involved.
<b>Touch Pad</b>	A small electronic pad or device that students use to respond to questions or express attitudes. See Response System.
<b>Transition</b>	The movement or flow of a program from one technology to another. In television (professional) a cut or fade is the transition from one video shot to another. In Powerpoint the transition from one slide to another can be preselected by the instructor.
<b>Transition Statement</b>	The ability of the instructor to move from a key point in a story or anecdote to a teaching point. This also applies to the ability of the instructor to move from a live or videotaped presentation to a student activity at a field-site.
<b>Trigger Video</b>	A two- to four-minute video segment either produced or edited from commercial videos. It is designed or selected to elicit an emotional response to a situation from students rather than a rational response. It is a visual case study. Sometimes called a video clip or scenario.
<b>Twisted Pair</b>	Two copper wires twisted around each other in a transmission circuit. They can be shielded or unshielded. This is not the wire found in your home telephone system.
<b>Two Way Feed</b>	Event configuration with two sites seeing and hearing only each other.
<b>Two way Television</b>	Consists of two-way video and two-way audio. The instructor and students can see and hear each other. Often any field site can originate a program.



U	
<b>UHF</b>	Ultra High Frequency. This frequency is used for television channels 14-69.
<b>Uplink</b>	The capability of sending an electronic signal to a transponder on a satellite. Do not confuse with Upload.
<b>Upload</b>	the process of transferring (copying) data files to a main host computer from a smaller computer. It is the opposite of download.
<b>UPS</b>	Uninterruptible Power Source. A piece of equipment which provides battery backup for critical devices in the event of a power failure.
<b>URL</b>	Universal Resource Locator. See LINK.
<b>UtahLink</b>	Utah's data-based learning source linking schools throughout the stat in an electronic network.

V	
<b>VCR</b>	Video Cassette Recorder. Usually 1/2" format in schools.
<b>VHF</b>	Very High Frequency. Television channels from 2-13.
<b>VHS</b>	Video Home System. 1/2" tape format of videotape. A trade name originally by SONY.
<b>Videoconference</b>	An interactive one- or two-way video and audio conference among three or more designated field sites.
<b>Videodisk</b>	An optical or laser disc that stores full-motion video (one hour) or 54,000 still photos, graphics and text. These disks are rapidly becoming outdated and being replaced by newer technologies: DVD's or Digital virtual disk. Those diskettes fit in the cd system in a computer and are played by the computer. They are capable of holding up to 3 hours of full motion video.
<b>Video Bridge</b>	A computerized video switching system that allows for many people to participate in synchronous time in a videoconference. Also called multipoint video conferencing.
<b>Video Scenario</b>	A short 3 to 5 minute video clip of a "happening." Students are asked to view the segment and then discuss it.
<b>Virtual</b>	A reference to something who existence is simulated with a software package rather than actually existing in any type of physical form. It is a completely computer



	generated environment.
<b>Visual Literacy</b>	The ability of the instructor or student to think, understand and use images in a communication. Verbalism is minimized. Think of a music video. A picture is worth a thousand words.
<b>Visual Thinking</b>	The ability to see, image, and design as one develops a telelesson.
<b>Voice Activated Microphone</b>	A sound-sensitive microphone that is activated when a person speaks.
<b>Voice Activated Switching</b>	Switching on V-Tel equipment that is activated by an audio signal.
<b>VSAT</b>	Very Small Aperture Terminal; a satellite technology which permits earth-based receive stations (downlinks) to receive satellite signals with a smaller (1.8 meter) receive dish.
<b>VU Meter</b>	Volume Unit meter; a device that measures audio levels.

<b>W</b>	
<b>Wait Time</b>	The amount of time that elapses between the asking of a question and the response of the student. See Silence.
<b>WAN</b>	Wide Area Network. An electronic network collecting data from a number of LANs.
<b>WebCT com</b>	WebCT.com is the Learning Hub, providing tools, expertise and a marketplace for e-learning. URL: <a href="http://www.WebCT.com">www.WebCT.com</a>
<b>Web Browser</b>	A search tool used to navigate around the Internet. It uses a GOOEY (or GUI--graphical User Interface) for ease of use. The user clicks on icons to navigate. The most popular browsers are Internet Explorer, Netscape Navigator, and Mosaic. See Browser
<b>Web Lesson</b>	Similar to an interactive electronic text page. Many other on-line resources are available to a student dealing with the subject of the page. Key ideas on which additional information is available are underlined or highlighted in such a way that all the student has to do is click on the cued word.
<b>Web Quest</b>	An "inquiry-oriented activity in which some or all of the information that learner interact with come from resources on the Internet. It is occasionally supplemented with video conferencing." The first webquest was done by Bernie Dodge. Similar to filamentality. Visit the UEN web site for

	examples of good webquests.
<b>Web Site</b>	A specific location or address on the WWW.
<b>Whiteboard</b>	A document-conferencing strategy that allows multiple users to view and mark on a document with electronic pens, highlighters, and drawing tools.
<b>Wipe</b>	A transition effect that appears to push a new screen onto the exiting screen.
<b>WYSIWIG</b>	What you see is what I get. Many desktop publishing software packages claim this to be a feature of their product. What you see on the screen is what the output of printer produces. Rarely is that the case.

<b>Z</b>	
<b>Zoom</b>	A television movement that moves from a close-up to far away or the reverse. The scene should stay in focus during the zoom procedure.